## BEFORE THE NEBRASKA PUBLIC SERVICE COMMISSION

In the Matter of the	)	Application No. NUSF-4
Commission, on its own motion,	)	Progression Order No. 26
seeking to determine the level	)	
of the fund necessary to carry	)	ORDER SETTING HEARING
out the Nebraska	)	
Telecommunications Universal	)	
Service Fund Act beginning	)	
July 1, 2020.	)	Entered: April 21, 2020

BY THE COMMISSION:

## OPINION AND FINDINGS

On March 11, 1999, the Nebraska State Legislature passed Legislative Bill 514, which was subsequently signed into law by the governor on March 18, 1999. This legislative bill was titled the Nebraska Telecommunications Universal Service Fund Act and is codified in Neb. Rev. Stat. §§ 86-316 through 86-329 of the Nebraska Revised Statutes. Neb. Rev. Stat. § 86-328 (2008) requires that:

Annually the Commission shall hold a public hearing to determine the level of fund necessary to carry out the Nebraska Telecommunications Universal Service Fund Act.

Accordingly, the Commission hereby sets a public hearing for May 20, 2020, at 10:00 a.m. which will be held in an electronic format. The link to the videoconference is as follows <a href="http://tiny.cc/PSCWebex">http://tiny.cc/PSCWebex</a>. The telephone bridge for the audio connection is: 415-655-0003 Access Code 926 343 190. The purpose of said hearing is to determine the level of the Nebraska Universal Service Fund ("NUSF") necessary to carry out the requirements of the Nebraska Telecommunications Universal Service Fund Act for the fiscal year beginning July 1, 2020.

As required by § 86-328, the Commission shall publish notice of this hearing in at least one newspaper of general circulation in the state for two consecutive weeks before the hearing.

After this hearing, the Commission shall determine the necessary amount of the NUSF for the fiscal year beginning July 1, 2020. The Commission will continue to set the level of the fund, inter alia, in order to keep at least ninety-six percent (96%) of Nebraska households subscribed to local exchange service.